
Subject: Helicopter Pad Test Map

Posted by [General Havoc](#) on Sat, 24 May 2003 22:57:54 GMT

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Well as I did write a short tutorial and made a video of the Helipad script in action I have released a test map that I made quickly. It shows you how the script should work in the game. You can get it from [HERE](#).

Here are the instructions for using the test map:

- 1) Make sure you enable friendly fire and start off with some cash. Also make sure your on GDI so you can use the PT.
- 2) Use the Purchase Terminal on the wall to build the vehicles. The air vehicles should fly in off the map and land.
- 3) Normal vehicles will be created at 0,0,0 which happens to be in the centre of the helipad.
- 4) Destroy the helipad to prevent the construction of VTOL vehicles. The icons will not fade out on the PT screen but they will not be built. Note that the helipad does get destroyed with 2 bullets.

This map is intended for example purposes only. Feel free to do what you want with it.

_General Havoc

Subject: Helicopter Pad Test Map

Posted by [Aircraftkiller](#) on Sat, 24 May 2003 23:34:14 GMT

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You lose credits from purchasing an aircraft when the Helicopter Pad is destroyed?

I'll stick with another idea... The Helicopter Pad is nearly worthless this way.

Subject: Helicopter Pad Test Map

Posted by [Captkurt](#) on Sun, 25 May 2003 04:19:32 GMT

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AircraftkillerYou lose credits from purchasing an aircraft when the Helicopter Pad is destroyed?

I'll stick with another idea... The Helicopter Pad is nearly worthless this way.

I agree, Sorry, but nice try.

Subject: Helicopter Pad Test Map

Posted by [General Havoc](#) on Sun, 25 May 2003 09:01:29 GMT

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I made the test map not the script remember. That is an error in the scripts. If I knew C++ programming I would try and do something to make it work because this is a decent and simple script to use that could have been a good one.

_General Havoc

Subject: Helicopter Pad Test Map

Posted by [OrcaPilot26](#) on Sun, 25 May 2003 16:57:55 GMT

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General Havoc made the test map not the script remember. That is an error in the scripts. If I knew C++ programming I would try and do something to make it work because this is a decent and simple script to use that could have been a good one.

_General Havoc

Can the scripts be fixed, is there anyone who could fix them.
